

ADVENTURE



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2X

Artic Computing Limited

ZX Spectrum



48K

ADVENTURE C
LOAD "Adventure"

ADVENTURE II

The Adventure II Advantage

ADVENTURE II is a game in which you explore strange new worlds without leaving the comfort of your home.

The Computer will act as your helper and direct your senses. You instruct the computer with short phrases usually verb noun. If the computer does not understand then try to rephrase the command. When entering your command you may use the RUBOUT key to erase any errors. In each location you may find objects which you can manipulate and use in further locations to help your progress. The game is written in machine code. The playtime is saved with the name "ADVENT" but it is simpler to load by Load command.

In Adventure II you are on a moonstrange night your ship has been driven by a Galactic Storm into an Alien Chasm. Find your pet asteroid, inform you that the ship is on a Homestead close support is sent by ship and Homestead planets from which tonight are taken and ship landing replaced by more

ships.

Your aim is to free your ship by pressing the correct button in the right computer room. Sounds very. However there are several hazards.

As this adventure is very large the programming also has Computer routines with which you can load and save a game at any stage, he returns to at a later date.

To save the game you MUST use the game The computer then asked you what to load the game if you reply "Y" the computer will display the READY CASSETTE. Now start your cassette player, set RECORD and follow key the game takes 2 seconds to start.

The plus a previously stored game. When you run the programme you are asked if you wish to restore a previously stored game if you answer "Y" the computer again displays READY CASSETTE. You then rub up your tape about player's other cassette and hit the key the game will then continue from where you left off.

GOOD LUCK!!!

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